

### **Listing of Claims:**

1. (currently amended) A multimedia distribution device comprising:

a nonvolatile memory storing:

a compressed media signal comprising plurality of scenes each comprising a number of temporally adjacent frames in which at least two scenes are selectively compressed using at least two different codecs from a codec library, ~~the codecs being~~ automatically selected to produce a highest compression quality for the respective scenes according to a set of criteria without exceeding a target data rate, wherein the at least two different codecs are automatically selected by repeating, for each of the plurality of scenes, the steps of:

testing a plurality of different codecs on the scene to determine how each codec encodes the scene in terms of quality and compression level; and

automatically selecting the codec that produces the highest quality encoded output for the scene according to a set of criteria without exceeding a bandwidth constraint; and

a plurality of codec indicators specifying which codecs from the codec library were used to respectively compress each scene within the compressed media signal.

2. (original) The multimedia distribution device of claim 1, wherein the nonvolatile memory further stores the codec library.
3. (original) The multimedia distribution device of claim 1, wherein the nonvolatile memory further stores a multi-codec player to selectively decode each scene within the compressed media signal using a particular codec from the codec library specified by a codec indicator.
4. (original) The multimedia distribution device of claim 1, wherein the nonvolatile memory includes a link to a multi-codec player on a remote server, wherein the multi-codec player is to selectively decode each scene within the compressed media signal using a particular codec from the codec library specified by a codec indicator.
5. (original) The multimedia distribution device of claim 4, wherein the link comprises a uniform resource locator (URL).
6. (original) The multimedia distribution device of claim 1, wherein the nonvolatile memory further stores a link to the codec library on a remote server.
7. (original) The multimedia distribution device of claim 1, wherein the codecs in the codec library are selected from the group consisting of discrete cosine transform (DCT) codecs, fractal codecs, and wavelet codecs.

8. (original) The multimedia distribution device of claim 1, wherein at least one codec is selected by an artificial intelligence (AI) system based on a plurality of characteristics of a scene.
9. (original) The multimedia distribution device of claim 1, wherein at least one codec is selected by testing at least a subset of the codecs of the codec library on a scene and automatically selecting the codec that produces a highest compression quality for the scene according to a set of criteria without exceeding the target data rate.
10. (original) The multimedia distribution device of claim 1, wherein the nonvolatile memory further stores media identifier that, when presented with authentication data to a token server, results in a transmission of a token comprising a key for decrypting the compressed media signal.
11. (currently amended) A method for distributing multimedia content comprising:  
obtaining a media signal comprising a plurality of scenes, each scene comprising  
a number of temporally adjacent frames;  
repeating for each of the plurality of scenes:  
testing a plurality of different codecs from a codec library on the scene to  
determine how each codec encodes the scene in terms of quality  
and compression level;

automatically selecting the codec that produces the highest quality encoded output for the scene according to a set of criteria without exceeding a bandwidth constraint;

storing the scene encoded using the selected codec in a nonvolatile memory with a compressed media signal in which at least two scenes are selectively compressed using different codecs from a codec library, the codecs being automatically selected to produce a highest compression quality for the respective scenes according to a set of criteria without exceeding a target data rate; and  
storing in the nonvolatile memory a plurality of codec indicator[[s]] specifying which coded[[s]] from the codec library was ~~were~~ used to respectively compress the each scene within the compressed media signal, wherein at least two scenes are encoded using different codecs from the codec library.

12. (original) The method of claim 11, further comprising:  
storing the codec library within the nonvolatile memory.

13. (original) The method of claim 11, further comprising:  
storing a multi-codec player within the nonvolatile memory, wherein the multi-codec player is to selectively decode each scene within the compressed media signal using a particular codec from the codec library specified by a codec indicator.

14. (original) The method of claim 11, further comprising:  
storing within the nonvolatile memory a link to a multi-codec player on a remote server, wherein the multi-codec player is to selectively decode each scene within the compressed media signal using a particular codec from the codec library specified by a codec indicator.
15. (original) The method of claim 14, wherein the link comprises a uniform resource locator (URL).
16. (original) The method of claim 11, further comprising:  
storing within the nonvolatile memory a link to the codec library on a remote server.
17. (original) The method of claim 11, wherein the codecs in the codec library are selected from the group consisting of discrete cosine transform (DCT) codecs, fractal codecs, and wavelet codecs.
18. (original) The method of claim 11, wherein at least one codec is selected by an artificial intelligence (AI) system based on a plurality of characteristics of a scene.
19. (original) The method of claim 11, wherein at least one codec is selected by testing at least a subset of the codecs of the codec library on a scene and automatically

selecting the codec that produces a highest compression quality for the scene according to a set of criteria without exceeding the target data rate.

20. (original) The method of claim 19, further comprising:

storing within the nonvolatile memory a media identifier that, when presented with authentication data to a token server, results in a transmission of a token comprising a key for decrypting the compressed media signal.

21-50. (cancelled).